

DESMON

THE SLASHER

A terrifying, manipulative, and brutal class option
for the worlds greatest role playing game

SLASHER

"Do.. you think.. we lost him?" A young exhausted human boy asks, his long black hair slicked with sweat and draped in front of his eyes as he leans against a rather large oak, struggling to catch his breath. "I have no idea." The bright red imp clung to his arm speaks, desperately scanning the gaps in the trees around them for movement. They look at each other, nod, and hold their breaths. The boy casts a spell, his incantations quick and his somatics done with a fear fueled speed. As the spell is cast his form becomes cloaked in shadows, and he darts off further into the woods with hopes of escape, heading towards the cities walls with as fast a pace as his out of shape body could muster.

A masked half-orc takes in a deep breath as his glazed over, lifeless eyes scan the forest ahead of him. After a few moments of focus, he finds his target. A thin trail of red mist makes its way through the distant trees, snaking between them with convolution. "Your blood.. betrays you." The orc says as his mask lifts slightly away from his cheeks, his face forming a malicious grin. "...and so does your fear." The orc steps forward with a bloodlust fueled fervor, and as if he was never there, he vanishes.

"Quit panting! He'll hear us!" A panicked imp stage-whispers. "Shut up.. we've probably already lost him." The boy replies, as he approaches the treeline. "We just need to get past over the bridge, and the guards should be there to let us in." He says, his words reassured but his words laced with doubt. The two would continue to flee as best they could, finding themselves approaching the large river that stands as a barrier between the rather untamed southern wood and the castle city.

The boy would reach the bridge and lean against a large wooden post from which hangs an unlit lantern. "Just.. one or two.. breaths..." He says dismissing his imp to it's pocket dimension, and closing his eyes as he recovers. Moments pass of silence, which would normally mean safety when being pursued. This was true, until his silence was broken by a soft 'thump' heard from behind him. "I... n-n-no.. please.." The boy turns, his pathetic stuttering desperation bringing another large grin to the face beneath the mask, as he makes eye contact with the massive figure which looms behind him, seemingly having appeared from nowhere. The half-orc would let out a calm chuckle. "Alright, son. I've changed my mind. I'll let you go." The boy's eyes widen, and he takes a slow step back. "R-R-Really??" He asks. The half-orc lets out a breath, and looks contemplative for a moment. His mask shifts, and his arms fall to his sides before he answers, chains hung from his belt rattling with the motions. "No."

CREATING A SLASHER

When creating your slasher be sure to think about the style in which your character hunts. It isn't just about the abilities. A lot of the fun of both slasher movies and this class is the unique and creative kills.

With this in mind, try and make use of your signature tool during these kills to add a level of theme to your characters actions. Focus on description, and how your characters emotion and personality is expressed in the way that he kills.

QUICK BUILD

You can make a slasher quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution or Charisma. Second, choose the charlatan background.



THE SLASHER

Proficiency Level	Bonus	Features	Maximum Trauma
1st	+2	Revelry, Signature Tool	1
2nd	+2	Fighting Style, Terrifying Hunter	2
3rd	+2	Slasher Style	3
4th	+2	Ability Score Improvement	3
5th	+3	Endless Chase, Extra Attack	4
6th	+3	Slasher Style feature	4
7th	+3	Nobody Special	5
8th	+3	Ability Score Improvement	5
9th	+4	Looming Threat	6
10th	+4	Hunter's Eyes	6
11th	+4	Slasher Style feature	7
12th	+4	Ability Score Improvement	7
13th	+5	Killer's Instincts	7
14th	+5	Bloodhound	8
15th	+5	Slasher Style feature	8
16th	+5	Ability Score Improvement	8
17th	+6	Fueled by Horror	9
18th	+6	Improved Looming Threat	9
19th	+6	Ability Score Improvement	9
20th	+6	Relentless Presence	10

CLASS FEATURES

As a slasher, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per slasher level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per slasher level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Intimidation, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any two martial or simple melee weapons
- (a) scale mail or (b) studded leather
- (a) five javelins or (b) three nets
- An explorers pack

REVELRY

When you take your 1st level in this class your mind opens to the trauma of your victims, and you learn to revel in it. When you hit a creature who is frightened of you with a weapon attack, you gain one stack of trauma against the creature.

You may only have a number of stacks of trauma on each creature equal to your maximum trauma shown in the slasher class table. Stacks of trauma are lost if a ten minute period has passed where the creature who possesses the stacks has not seen you, or the creature has the spell *lesser restoration* cast upon it. Effects and abilities that remove madness also function as ways to clear a creatures trauma.

Abilities and features within this class will often refer to trauma, and cost it to function. In addition to the ability to spend trauma that you have caused on abilities, you also gain a bonus to Intelligence and Wisdom checks made to keep track of or find a creature who you've given a stack of trauma to equal to the amount of trauma stacks they possess.

Saving Throws. Some of your features may require a target to make a saving throw to resist an effect caused by your trauma. The saving throw DC is calculated as follows:

Trauma Save DC = 8 + your proficiency bonus + your Strength or Charisma modifier (your choice)

SIGNATURE TOOL

At 1st level, you would learn to bond to a specific weapon as your killing tool of choice. Slashers are known for their rather odd, unconventional, or unique weapon choices.

You can spend an hour to begin bonding to a simple, martial, or improvised, melee weapon. If you bond to an improvised weapon in this way its damage dice becomes 1d8 rather than the usual 1d4. Your signature tool deals additional psychic damage to creatures that you hit for every stack of trauma they have on them.



Your skill with your signature tool is terrifying to those in your path. When you reduce a creature to below half of its hit points, reduce a creature to 0 hit points, score a critical hit, or hit a surprised creature, with your signature weapon you can choose to have each creature within 30 feet of you that can see or hear you must succeed a Wisdom saving throw against your trauma save DC or be frightened so long as they are within 60 feet of you, and for one minute thereafter. You can do this an amount of times equal to half your slasher level rounded up, regaining the ability to do so again upon completing a short rest.

A creature can spend an action to attempt to gather their thoughts, and rationalize their fears. When they do this they may attempt to make the saving throw again.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

TUNNEL FIGHTER

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

TERRIFYING HUNTER

When you gain this feature at 2nd level, you learn a number of murderous techniques that are fueled by the trauma you instill in your frightened enemies, and continue to learn new ones as your hunting skills develop.

You learn three techniques of your choice, which are detailed under "Traumatic Techniques" below. Many techniques enhance an attack in some way. You can use only one technique per attack.

You learn an additional techniques of your choice at 5th, 9th, 13th, and 17th level. Each time you learn a new traumatic technique, you can also replace one technique you know with a different one.

SLASHER STYLE

At level 3, you choose adopt a style of murder that you will come to hone and perfect: Abuser, Bruiser, or Menace, all detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 6th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ENDLESS CHASE

Upon reaching level 5, your speed increases by 10 feet while at least one creature has a stack of trauma that you caused.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NOBODY SPECIAL

At 7th level, you have come to the understanding that blending into normal society is an important part of the hunt. You gain proficiency in deception and stealth. You may also choose one of those two skills to being particularly skilled in. Your proficiency bonus is doubled for any ability checks you make that uses said proficiency.

LOOMING THREAT

Once you've reached level 9, your presence is incredibly hard to notice. Whenever you roll a stealth ability check, you can treat a d20 roll of 9 or lower as a 10. Additionally, so long as you have not moved, attacked, or cast a spell for the last minute and are in dim light or darkness, you are considered to be invisible. This invisibility ends if you make an attack or cast a spell.

Upon reaching level 18, you can instead treat any d20 roll lower than 14 as a 15. Additionally, the time you must not move, attack, or cast spells to be considered invisible has been reduced to 1 round.

HUNTER'S EYES

Upon reaching level 10, your eyes have adjusted to the times when you are best hidden. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have a feature that allows you to do this, like Darkvision or Devil's Sight, the range of that ability is increased by 30 feet.

KILLER'S INSTINCTS

Upon reaching level 13 you have become almost uncannily fueled by your instincts, and your thirst for blood. You gain the ability to take a second reaction each round, resetting at the beginning of your turn as normal. If you use one reaction to make an attack, you cannot use the other to do so.

BLOODHOUND

Upon reaching level 14, you have become almost impossible to escape from as even your targets own blood begins to betray them. Creatures that are below half their hit points leave behind a trail of red smoke only you can see that lasts 1 round when they move. The trail begins where they started, and follows the exact route they took to go the way they did. If the creature teleported at any point, the trail stops there, and begins where they appeared. If the creature was moved by other creatures, this trail is still left behind.

FUELED BY HORROR

Upon reaching 17th level, your death is all but impossible so long as you have had time to hunt. When you would die, if there is at least an accumulative 10 stacks of trauma that you caused on any creatures, you instead do not die, and resurrect in 24 hours at any place of your choice within 1 mile of where you died. If your body in some way normally would not be able to be resurrected, like with the *disintegrate* spell, you ignore that effect and can come back anyway.

When you do this, your body begins to reform at the point you choose, and fully forms after 1 hour. When this happens you become conscious with 1 hit point, in the same state you were in when you died. This reformation process can only be interrupted by the *wish* spell.

RELENTLESS PRESENCE

At 20th level, your visage and being alone weighs heavily upon those that oppose you. When you begin your turn, every non-beast creature of your choice that can see you gains 5 stacks of trauma, but only if they had none already. A creature can only gain trauma this way every so often. Once they have gained it once, they cannot do so again for one hour.



SLASHER STYLES

The murderous habits of a slasher come in many forms, the most common of which are that of the Abuser, Bruiser, or the less common Menace.

ABUSER

Though most slashers are physically dominant, there is a breed that tends to thrive in social situations more than they do in the heat of battle. They leave crashing through doors and traversing through dreams to the others while they focus primarily on talking their way through people, and killing them from the inside out. They tamper with peoples minds and break their psyche, and all in all, tend to be some of the most manipulative and cunning people you will ever meet.

COOL AND CALCULATED

When you begin mastering this style at 3rd level, you are now able to use your Intelligence instead of Strength or Charisma when calculating your trauma save DC.

PARTICULAR TARGET

At 3rd level, your hunts have grown more gruesome, and the mental exhaustion you can instill on a person is immeasurable. When a creature gains a stack of trauma from you, you may use your reaction to mark them as your target. A creature marked in this way takes an additional amount of psychic damage equal to your Intelligence modifier whenever you hit them with an attack.

In addition to causing more harm, at the beginning of your marked creatures turn, if they can see you, they must attempt a Wisdom saving throw against your trauma save DC or become frightened of you until the beginning of their next turn.

REPEAT OFFENDER

Additionally at 3rd level, when you roll initiative, all creatures who can see you who have previously had stacks of trauma caused by you, but currently have none, gain an amount of stacks equal to half of your Intelligence modifier rounded up, to a maximum of the maximum stacks you can normally have.

PASSIVE AGGRESSION

Once you've reached 6th level, your voice even in the most positive of situations booms with a subtle malevolence. Whenever you would make a Charisma (persuasion) or a Charisma (deception) check, you may instead make a Charisma (intimidation) check in its place.

Additionally, you may add your Intelligence modifier to any Charisma (intimidation) checks you make in addition to any other bonuses you gain to the roll, including your Charisma modifier.

GASLIGHT

Upon reaching level 11, your words break the minds of those who hear them. You instill doubt, and shift the perceived reality of those who risk the dragons fire that is your words. With enough time, and with enough trust, you can change a persons entire world view, and tear them down from the inside out, without them batting an eye in your direction.

As an action, you may attempt to gaslight a creature. When you do this, say a one sentence statement that contradicts information that the target believes to be true. Examples include things like "The walls have always been painted blue.", "I've never seen you before in my life.", "You said that I could come over whenever I liked.", and "I already paid you back.", but are in no way limited to options like these ones. When you do this, the target attempts a Wisdom saving throw against your trauma save DC. On a success, they are able to keep their reality in tact. If they fail, their state of doubt turns into a warped reality, and they believe what you had said.

It is possible for this reality to change back to normal, however. Whenever the gaslit creature is confronted with a scenario or information that would disprove what you had said, they can reattempt this saving throw, their reality correcting itself on a successful save. If a creature reattempts this save and fails, they cannot attempt to do so again for 1 hours or until the spell *remove curse* is cast on them.

You can use this ability once per creature, regaining the ability to do so again upon completing a long rest.

INSTILLED TRUST

Once you have reached level 15, it becomes difficult for those who trusted you to ever do anything but that, even in the face of the impossible. Any creature that considers you an ally immediately becomes charmed by you so long as you are within 60 feet of them, and for one minute thereafter.

When you force a creature charmed to you in this way or one of their allies to make a saving throw or deal damage to them, the charmed creature may attempt a Wisdom saving throw against your trauma save DC, breaking free of this abilities charm and becoming immune to it for 24 hours on a successful save. On a failed save, they simply cannot fathom that you would ever act maliciously towards them.

Creatures charmed by you in this way that don't free themselves with successful saving throws will justify your harmful actions in any way that they can. They will make excuses like "It was an accident!" or "They were just joking!", or even more wild ones if the situation calls for it, so that in their minds you are still their friend. A friend they can trust to the most unreasonable extents.

BRUISER

The killer that chases you down, crashes through your door, takes you by the skull, and snaps your neck with the force of a closing window. That's the kind of killer a bruiser is. The large imposing, yet unsuspecting figure that finds you when you're alone and snaps you in half like it was absolutely nothing to them, and thinks nothing of it. Bruisers are true beasts fueled by your terror, and turned into unstoppable physical monsters which easily crush their victims.

UNSTOPPABLE CHARGE

At 3rd level, the trauma of others begins to fuel you. You ignore difficult terrain and can move through physical obstructions, breaking through them without issue or ability check when you are moving towards creatures that bare stacks of trauma, so long as the DC to break them, or the thing keeping them in place (ex, a lock, or barricade) is 15 or lower. Similarly, whilst moving towards said creatures it does not take any sort of action to open doors, windows, or other similar barriers.

At higher levels you gain the ability to break through even tougher material. The DC of the things which you can force yourself through increases by 5 when you reach level 6 (20), and again when you reach levels 11 (25), and 15 (30).

THE CRACK OF BONES

At level 3, when you hit a creature with an attack that is frightened of you with a weapon attack and it deals more than one tenth of the creatures maximum hit points (rounded down) the creature gains an additional stack of trauma from that strike.

STOMPING GROUNDS

Upon reaching level 6, your presence lingers much longer than it should normally, and places you have spilled blood radiate a horrible and ominous aura. You may spend 1 hour in a location that you have been familiar with for more than a week, with the corpse of a creature you have killed marking it as your stomping grounds. This fails if you move more than 30 feet away from where you started when you began marking the area. Upon completion so long as you are within 1 mile of the location you marked, you are considered to be within your stomping grounds.

Whilst within your stomping grounds, you gain the following benefits:

- Your movement speed is increased by 10 feet.
- You have advantage on Dexterity (stealth), Intelligence (investigation), Wisdom (perception), and Wisdom (survival) checks.
- You gain a bonus to your initiative equal to a third of your slasher level, rounded up.
- Whenever you kill a creature, you gain an amount of temporary hit points equal to your slasher level.
- Creatures you can see have disadvantage on saving throws to resist being frightened of you.

You may only have one area marked as your stomping grounds at a time, and when you mark a new area the previous mark disappears. You may have a second stomping ground upon reaching level 9, and a third at level 17.

KILLING SPREE

At level 11, spilled blood spurs you into a frenzy. When you deal damage to a creature, they take additional damage equal to the number of non-beast creatures that you have killed within the last ten minutes to a maximum equal to slasher level.

OVERWHELMING HORROR

Once you have finally reached level 15, the trauma that you instill in your victims bypasses all logic that could dissuade it. Creatures no longer need to be frightened of you for your attacks to grant stacks of trauma.



MENACE

The least common, yet most terrifying of the slasher styles. Those that fall under the mantle of menace are known for their arcane abilities, and that it's fueled by the fear of those they pursue. Their magic, so long as their is terror to fuel them is virtually unlimited. The magic of a menace is that from a place of true and unfiltered mental agony, and what it can do to you has been described as truly horrifying.

AGONIZING MAGIC

When you choose this style at 3rd level, you begin to become aware of the magic that exists within peoples fear and trauma, and you begin to utilize it to help you cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

Traumatic Casting. Unlike other spellcasting choices, the Menace slasher style does not use spell slots. In order to cast spells you must expend trauma that you have caused from creatures that you can see. When you attempt to cast a spell you must successfully be able to reduce trauma from creatures you can see by an amount dependent on the spell level as shown in the table below. If this is done, the spell is cast as normal. If not, the casting fails. You cannot cast certain levels of spells until you reach certain levels in this class, shown similarly in the chart below.

Spell Level	Trauma Stack Cost	Level Unlocked
1st	2	3rd
2nd	3	7th
3rd	5	13th
4th	6	19th

Spells Known of 1st-Level and Higher. You know three 1st-level warlock spells of your choice. You may learn a new spell from this list of your choice of a spell level that you can cast when you reach 4th, 7th, 8th, 10th, 11th, 13th, 14th, 16th, 19th, and 20th level. Whenever you gain a level in this class, you can replace one of the warlock spells you know with another spell of your choice from the warlock spell list. A spell you choose must be of a level no higher than you can cast with your trauma.

Spellcasting Ability. Charisma is your spellcasting ability for your Menace spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Menace spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

Spellcasting Focus. You can use your signature tool as a spellcasting focus for your agonizing magic.

ARCANE ANGUISH

Additionally at 3rd level, whenever a creature who is frightened of you fails a saving throw against a spell that you casted, or is hit by one of your spell attacks, they gain one stack of trauma.

INTERWOVEN FEAR

Upon reaching 6th level, whenever a creature would fail a saving throw against a spell that you cast, it also becomes frightened of you for one minute. It can attempt to shake off this fear at the end of each of its turns by attempting a Wisdom saving throw against your trauma save DC, removing the effect on a success.

SLAYER CASTING

At 11th level, whenever you hit a creature that has less than half of its hit points remaining with a weapon attack, you may use your bonus action to cast a spell so long as it only targets the creature you hit, and no one else.

ARCANE HUNTER

Upon reaching level 15, so long as a creature bares a stack of trauma that you caused, you have truesight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 60 feet.



TRAUMATIC TECHNIQUES

If a traumatic technique has prerequisites, you must meet them to learn it. You can learn the traumatic technique at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

ALWAYS WATCHING

You may use this technique as a bonus action. When you do, choose a creature that has one or more stacks of trauma. They lose one of their stacks of trauma, and you immediately know where they are in relation to you so long as they are within 1 mile of you. If you do this and they are within 100 feet of you, you can see them even through solid barriers and other visual obstruction without any issue. You can see them clearly in this way for one minute, or until they become further than 100 feet away.

BATHED IN FIRE

When you would take fire damage, you may attempt to wreath yourself in said flames as a reaction. When you do this, the flames stay cloaked around you for a number of rounds equal to the fire damage you took divided by 5. While wrapped in flames, whenever you hit a creature that bares a stack of trauma that you caused they take an additional 2d6 of fire damage. Hitting a creature that does not bare a stack of trauma instead deals less damage, being reduced to 1d6.

BREAK SPIRIT.

Prerequisites: Level 6

When you hit a creature with one or more stacks of trauma with your signature tool, you may reduce their trauma by 1 or more, dealing an additional 1d6 psychic damage per stack of trauma reduced.

EMPTY SOUL

Prerequisites: Level 6

When attempting to follow a creature, hiding from both their mind and their eyes is important. You may use your action to reduce 1 or more trauma from creatures that have them caused by you. If you do so you become unable to be targeted by any divination magic or perceived through magical scrying sensors for a number of minutes equal to the number of trauma you reduced in creatures in total, or until you complete a short or long rest.

FINAL REST

Prerequisites: Level 11

When you would kill a creature, you may attempt to force them into a final rest. When you do this you attempt to reduce creatures trauma within 30 feet of you by an accumulative 10. If you successfully do so, the creature can no longer be revived by any means short of the *wish* spell.

INSTILL DOUBT

You can use this technique as a bonus action. When you do, choose a creature that has one or more stack of trauma. They lose one of their stacks of trauma, and must succeed a Charisma saving throw. If they fail, they are unable to be a willing creature for any effects from creatures unless they are charmed by them. They may repeat the saving throw at the end of each of their turns. This lasts for one minute, or until they succeed the saving throw again.

IN YOUR DREAMS

Prerequisites: Level 11

You may attempt to use this technique as an action. Choose a creature within 120 feet of you that you can see, and attempt to reduce their trauma by 2. If you successfully do so, you impress your presense into their mind for the next day and may at any point within the next 24 hours choose to attempt to enter their dreams as an action as if you had casted the *dream* spell.

Once you have entered a creatures dreams this way, you cannot do so again until you use this feature on them again.

JUST AROUND THE CORNER

When a creature with stacks of trauma leaves your line of sight, you may use your reaction to use this technique and remove one stack of their trauma and teleport to a location within 30 feet of them that they do not have line of sight with. After doing this, you may immediately attempt to hide, not action required.

LASTING OBSESSION

After interacting with or watching a creature for the majority of a 12 hour period, you may designate them as your obsession. If your obsession ever changes from one creature to another, you suffer 1 level of exhaustion. If your obsession ever dies, they cease being your obsession.

While you have an active obsession, creatures who aren't your obsession lose their trauma caused by you after 1 minute rather than 10. Your obsession on the other hand does not ever lose the stacks of trauma you give them until you choose to reduce it yourself with your abilities and features.

NIGHTMARE HIGHWAY

Prerequisites: In Your Dreams

You have can now transport yourself through the waves of fear that ripple across the planes. You may use an action to invoke nightmares in a sleeping target that you can touch so long as you have impressed your presence into their mind with your In Your Dreams technique. If you do so, you are considered to have entered their dreams, even though you have not, and cannot attempt to do so again as if you had. It must make a Wisdom saving throw or be launched into a fit of terror and nightmares for the duration of their rest.

If the target was thinking or dreaming of any other creatures, you immediately become aware of this, and can target one of those creatures. If that creature is also asleep, they must also make a Wisdom saving throw. If they fail this save, they are also sent into a fit of nightmarish terror. If they were not dreaming of anyone in particular, you may attempt to force them to begin dreaming of someone familiar to them with a Charisma (persuasion) or Charisma (deception) check contested by a Wisdom (insight) check. If you win, you may choose any creature you know of that they are familiar with and make them begin dreaming of them. If they win this contest, you cannot attempt to make them dream of anyone particular again for 24 hours.

If a target creature fails this save, you may immediately transport yourself to an open space within 5ft of that creature as long as they are on the same plane of existence as you. A creature who suffers from these nightmares takes 3d6 psychic damage upon awakening.

RELENTLESS PURSUIT

You can use this technique as a reaction or bonus action when you move towards a creature that has two or more stacks of trauma. When you do this, reduce the target creature's trauma by two, and your movement speed is doubled for that turn. If you end your movement further away from the target creature than you started, you gain a level of exhaustion.

SHOCK FACTOR

Prerequisites: Level 11

When a surprised creature that can see you starts its turn within 30 feet of you while you are not surprised, they must succeed a Charisma saving throw or be frightened until the beginning of their next turn. While frightened in this way, they are also stunned.

STALK

When a creature that is not immune to fear attempts to or would perceive you, reduce their bonus to do so or their passive by your Charisma modifier.

In addition to this, when you spend one whole uninterrupted minute watching or following a creature without them being aware of you, they gain one stack of trauma and must attempt a Wisdom saving throw against your trauma save DC. On a success, the creature is aware that something was watching them. On a failure, the creature feels uncomfortable, and does not know why.

TRAUMATIC WOUND

When you hit a creature that has one or more stacks of trauma with your signature tool, if the target is a creature other than an undead or a construct, you can use this technique and remove one of their stacks of trauma to create a traumatic wound. It must succeed on a Constitution saving throw or lose 1d10 hit points at the start of each of its turns due to an infernal wound. Each time you hit the wounded target with this attack, the damage dealt by the wound increases by 1d10. Any creature can take an action to stanch the wound with a successful Wisdom (Medicine) check against your trauma save DC. The wound also closes if the target receives magical healing.

LOVING OBSESSION

Prerequisites: Lasting Obsession

Creatures that you know are allies of your obsession are considered to be your obsession for only the purposes of holding onto and losing stacks of trauma. When you attack a creature that you know is an ally of your obsession, you land a critical hit on a 19 on the dice, as well as on a 20.

Additionally, when your obsession would be hit by an attack, and you are within 5 feet of the attacker, you may use your reaction to be hit by the attack in their place.



INSTILL UNFATHOMABLE TERROR

CREDITS

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- Mirror Slasher by Romain Lefevre
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Written for Nick/Zombie Cat - Hope you enjoy!



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